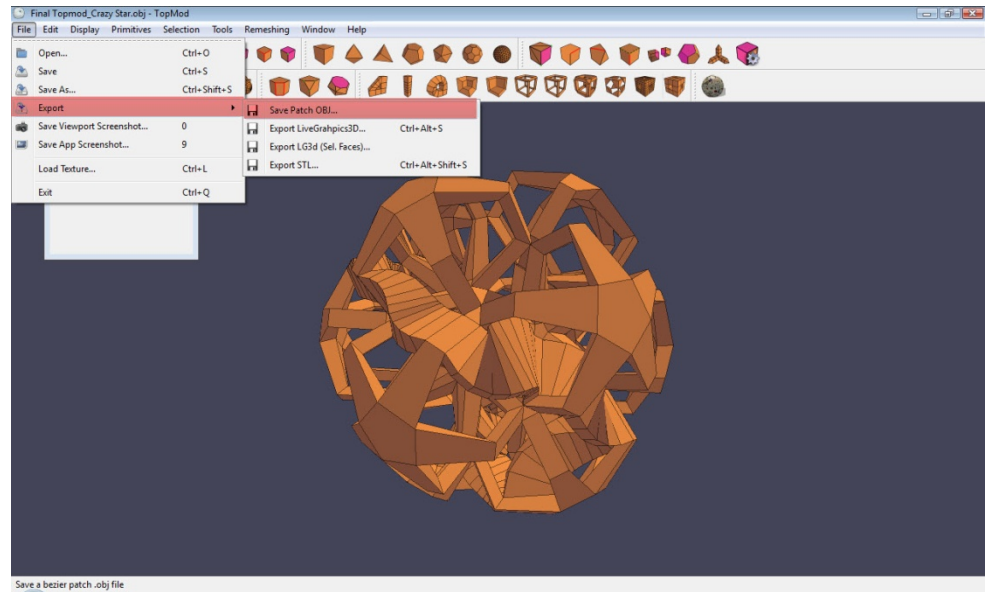


# A Workflow Between TopMod and Revit:

Hamed Aali\_ BIM Studio\_ Prof. Holland\_ Spring 2010 \_ Penn State

There are different methods to make a workflow between TopMod and Revit.

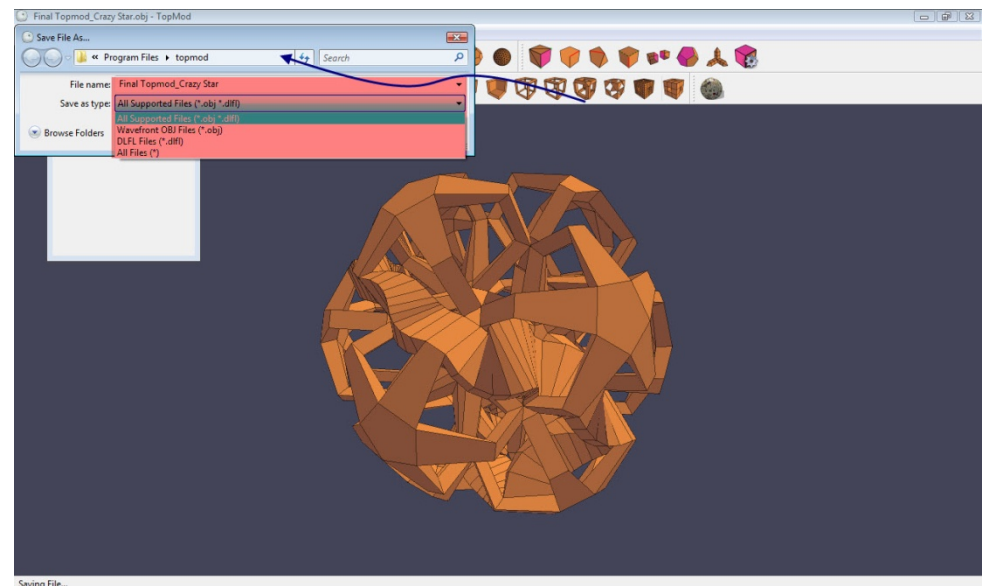
In the following steps I will describe an easier and simpler method.



In TopMod main interface and in the File tab, there is "save as" option.

By using "save as" tab, save your model as (\*.OBJ) version.

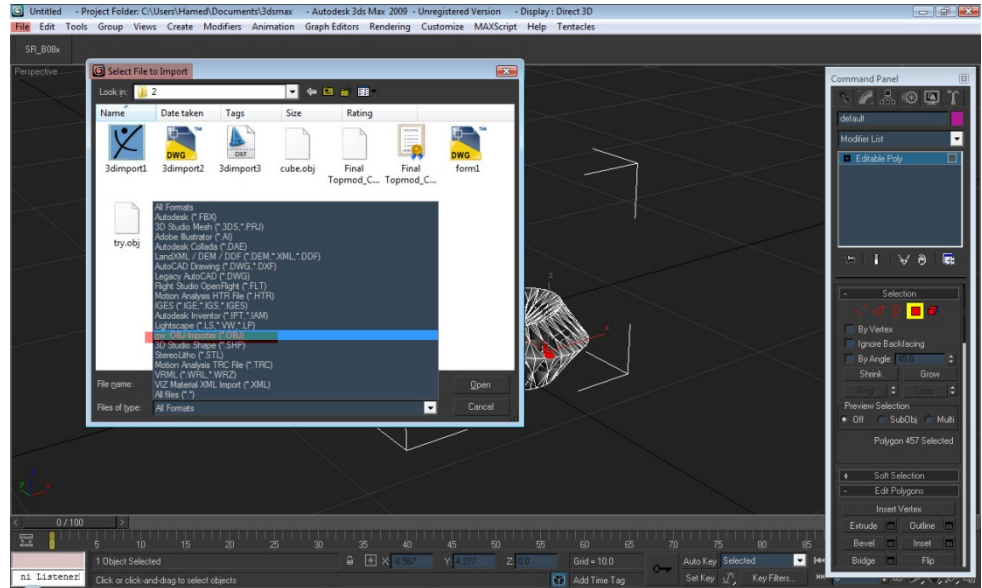
| File/ Save as/ Save as type/ \*.OBJ |



In 3d Studio Max, and in File toolbar, click on “Import tab”.

By searching in “Files of Types”, you could find” gw-OBJ-Importer” tab.

Select your file and import it on your 3Ds file.

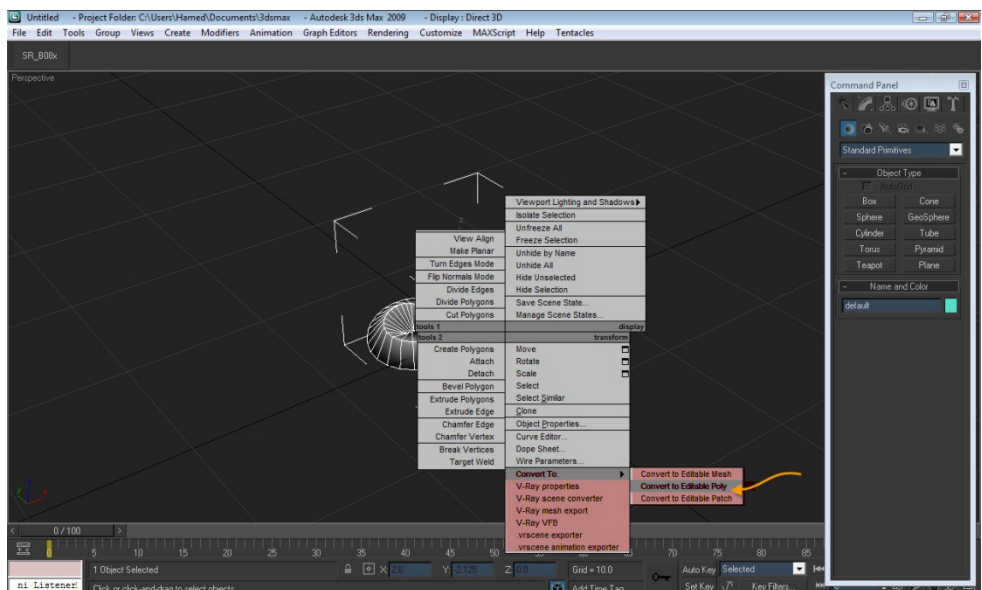


Just check your model for any possible problems.

Then, select your model and “Right click”.

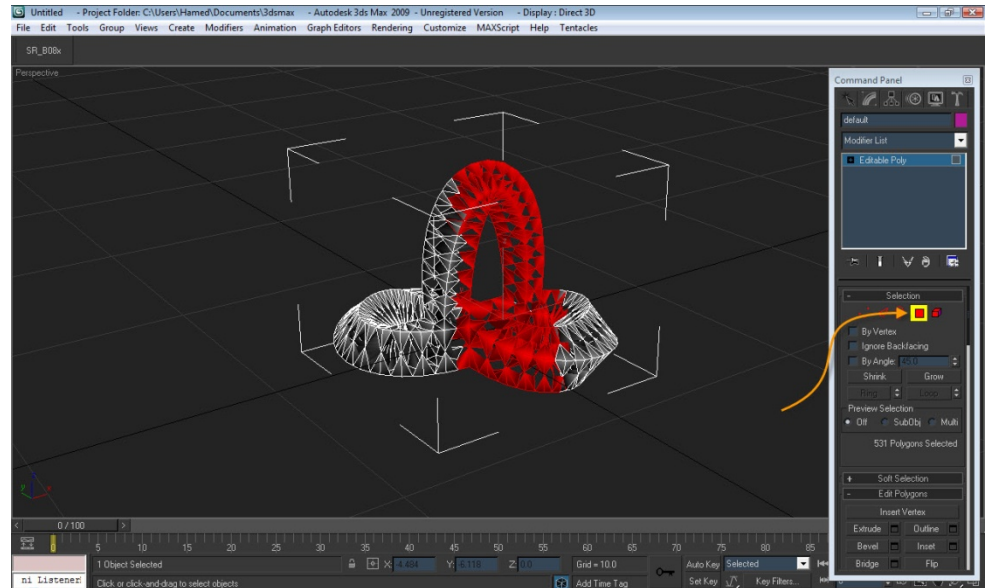
In “Right Click” toolbars, go down until “Convert to” tab.

Now, click on “Convert to Editable Poly” tab.



After doing these steps,  
your model is converted to  
“Editable Poly”.

So you could select and edit  
all the points, edges, faces  
and elements easily.

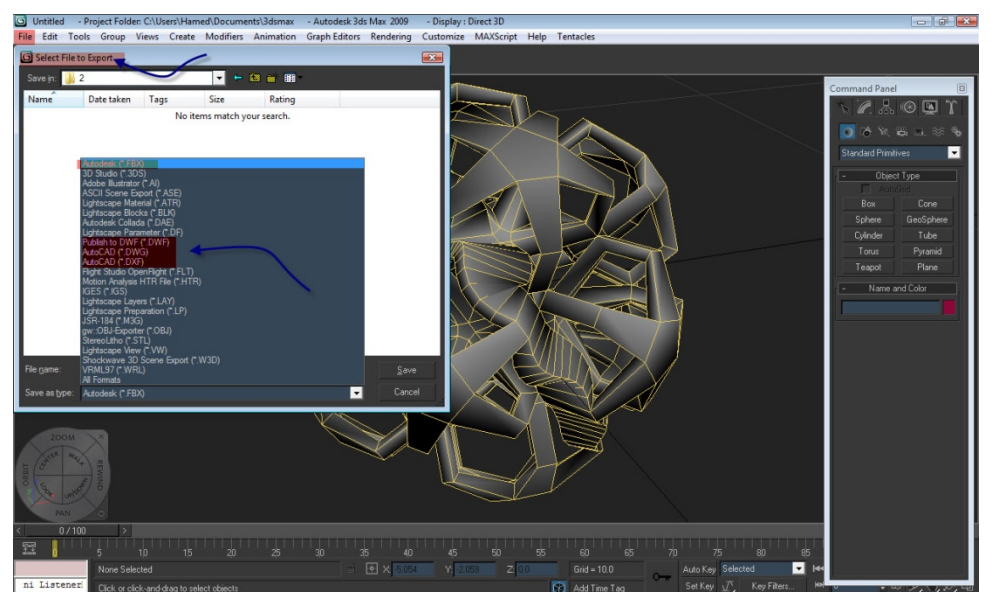


Now it is time to export your  
model in a version that you  
could import to Revit.

It is very easy. In File tab  
click on “Export” tab.

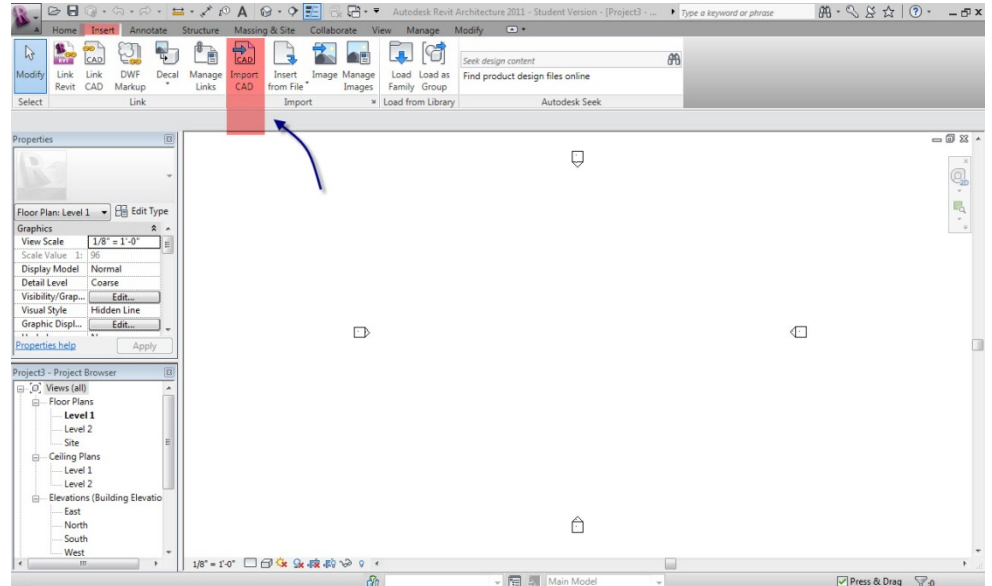
Now by searching in “Save  
as Type” tab select one of  
the “DWG, DWF or DXF”  
versions.

There is no big difference in  
these versions.

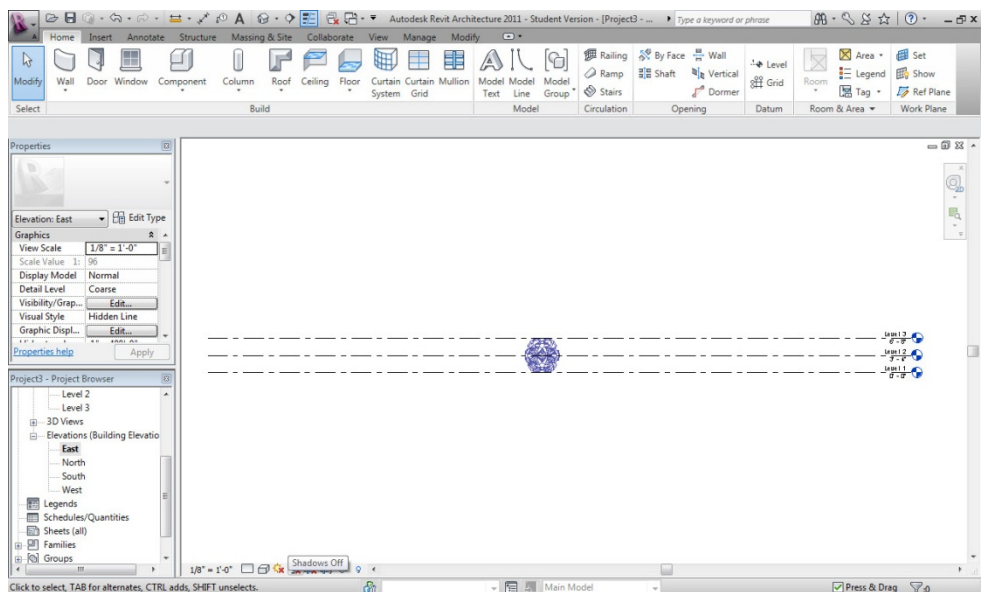


In Revit Main interface, go to “Insert” tab and then click on “Import CAD” button.

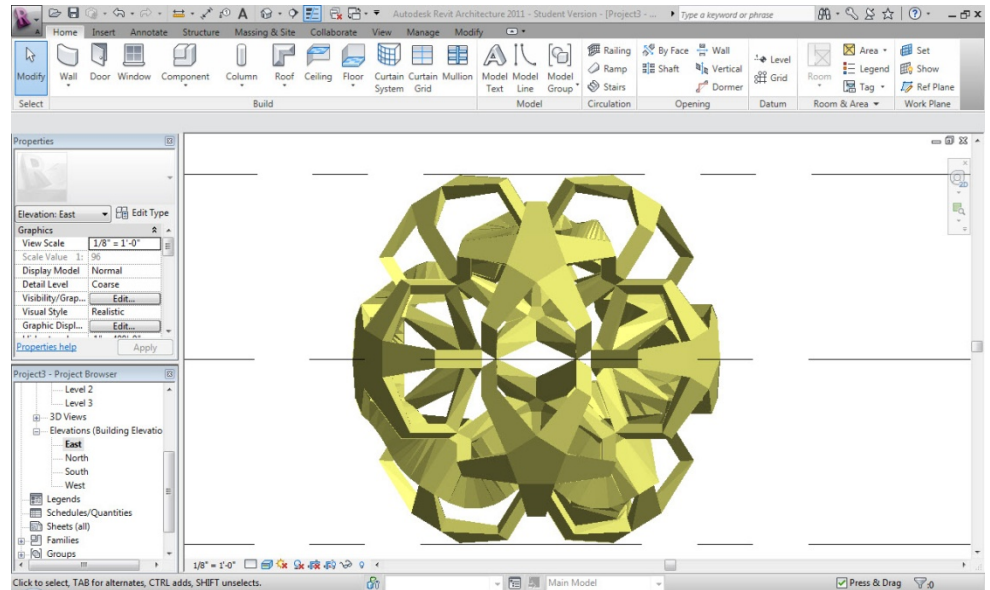
Now, select your exported file in DWG or DWF or DXF format.



There you go! You could see your TopMod model in Revit interface.



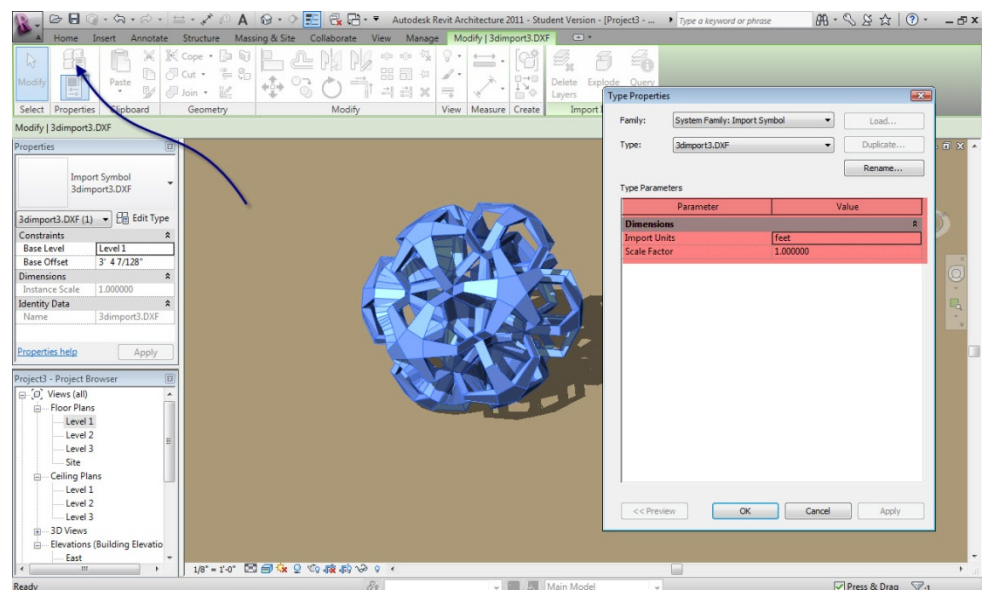
You are able to adjust your levels based on your model.



There is a very important point. You should define your scale based on your Revit model.

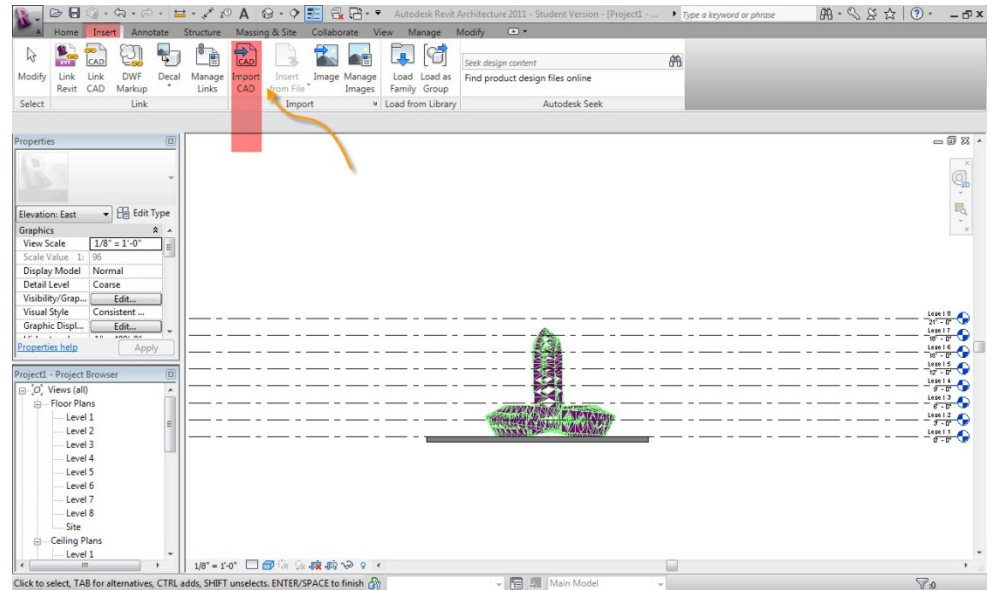
You could do it by clicking on Properties tab.

In "Type properties" you could change the scale factor or import units.

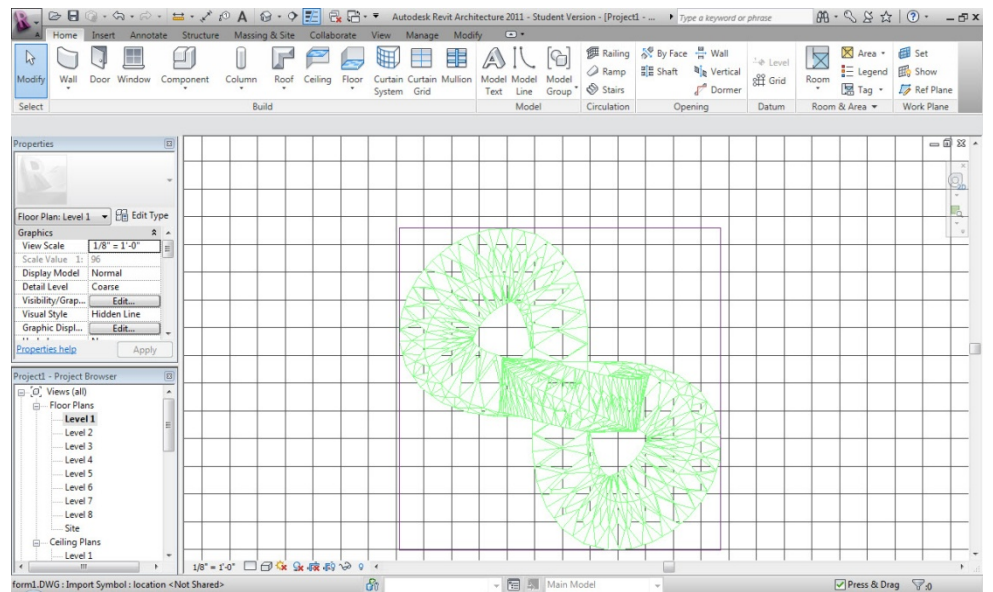




By changing the scale you could adjust your model by your Revit levels.



The TopMod model is a part of the Project file in revit.



You could have some interesting rendering of your model in the Revit project file.

